MASS DESTRUCTION NOTES

Mass Destruction

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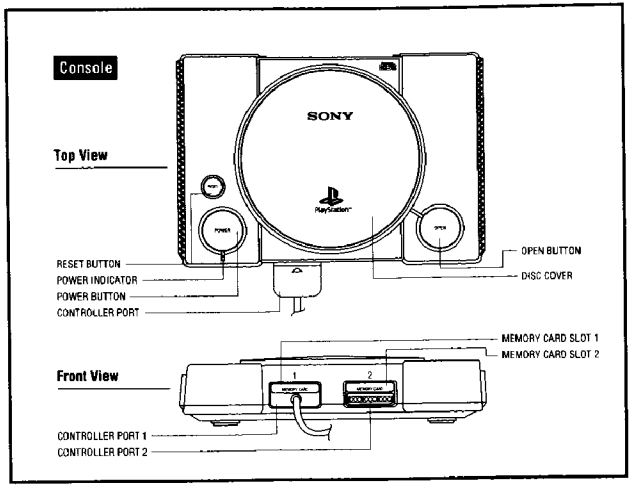
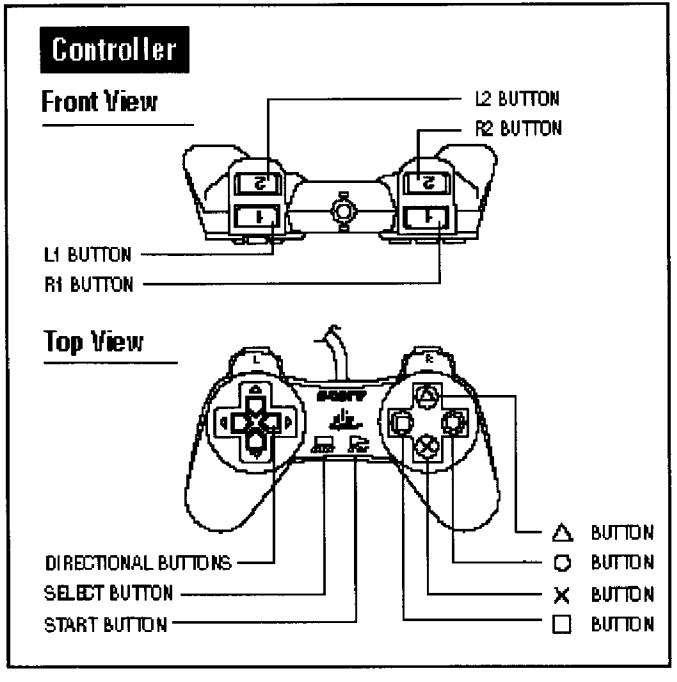
PLAYSTATION™ SET-UP



Setup your PlayStation™ game console according to the instructions in its Instruction Manual. Make sure the power is off before inserting or removing a compact disc. Insert the Mass Destruction disc and close the disc cover. Insert game controllers and turn on the PlayStation™ game console.

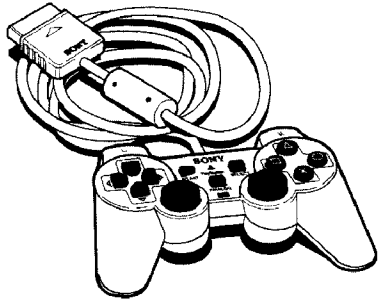
SOFT RESET

Holding down the SELECT button and then holding down the START button for two seconds returns the user to the title screen.

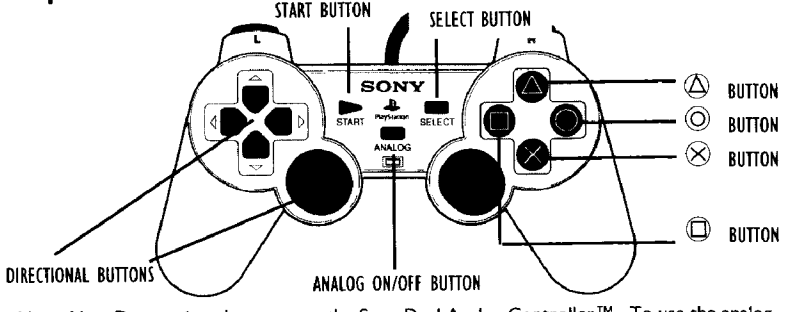


ANALOG CONTROLLER DIAGRAM

Perspective



Top View



Note: Mass Destruction also supports the Sony Dual Analog Controller™. To use the analog function, press the "Analog" button that is located just below the center of the controller once.

CONTROL SUMMARY

You can reconfigure the Turret controls on the Control Method screen, accessed from the Options menu.

MENU CONTROLS	DIRECTIONAL BUTTONS
Move Cursor Up	↑
Move Cursor Down	↓
Modify Selection	← →
Confirm Selection	⊗

TANK MOVEMENT	
Move Forward	↑
Move Backwards	↓
Rotate Tank Left	←
Rotate Tank Right	→

TURRET MOVEMENT	
Rotate Turret Clockwise	R1 Button
Rotate Turret Counter Clockwise	L1 Button
Center the Turret	△
Face Turret Left	□
Face Turret Right	○

WEAPON SELECTION	DIRECTIONAL BUTTONS
Toggle Weapon Select Left	L1 Button
Toggle Weapon Select Right	R1 Button
Fire Current Weapon	⊗

GAME CONTROLS

Missions Status	START Button
Pause the game	SELECT Button

ANALOG CALIBRATION

If you are using the Sony Dual Analog Controller™, you can calibrate it from the "Analog Calibration" option from the "Game Options" menu. If you choose to re-calibrate, press the ⊗ button to select this option. Once the calibration screens displayed, press the □ button to confirm. Now, move the analog joystick (either left stick or the right depending on which one the screen directs you to calibrate) in the direction stated on screen, and press the ⊗ button each time to confirm the action.

MEMORY CARD VERIFICATION SCREEN

After the intro sequence, the Memory Card screen appears to inform you if there are any MD (Mass Destruction) games saved on any memory cards inserted in the PlayStation. Make a note of any existing MD games, and then press ⊗ to go to the Main Menu.

Note: If you have a previously saved Mass Destruction game on your Sony PlayStation Memory Card™, the game will automatically load it into memory upon power-up.

You Have One Mission: Mass Destruction™

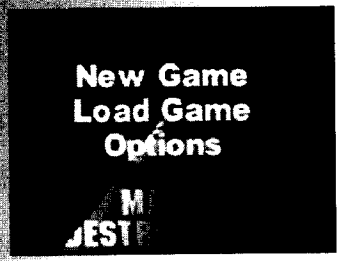
If you've ever wondered what it would be like to implement a "scorched earth" policy on a cruel, despotic regime (and who hasn't), then Mass Destruction is the game for you. Not only will you be given the tools and weapons to destroy virtually everything in sight, you'll also be given the mandate to do so.

To assist you in your task, you'll take control of one of three multi-armored attack tanks -- all of which are equipped to unleash a variety of weapons. The 360° swiveling turret allows you to fire in any direction (regardless of which way you're facing), so that you can't be backed into a corner. Each weapon is designed for its own special purpose. Therefore, weapon selection and management is important -- especially in the more difficult campaigns.

At the beginning of each mission, you'll be briefed about the primary and secondary objectives. Make sure to read each briefing carefully to pick up as many clues as possible. The more information you have, the less damage you'll take and the more destruction you can cause.

With over 20 different missions on four different terrain types (ranging from Arctic to Urban), there's enough variety and action to keep you occupied for a long time. Plus, our stunning 3D gaming world will dazzle you with more explosions than you've ever seen. Overkill is the order of the day. Your prejudice against the enemy can never be too extreme.

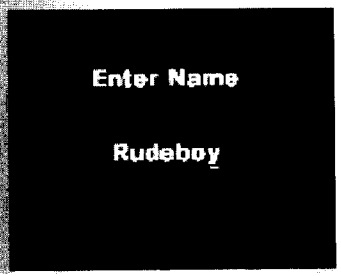
DON'T JUST SIT THERE, SHOOT!



Using the Directional Button, you may select **New Game**, **Load Game**, or **Options** from the menu.

NEW GAME

This option allows you to start a new game. After selecting this option, you will be prompted to enter a name for the tank commander.



ENTER NAME

Choose a Character	↑↓
Capitalize a Letter	□
Move to the Next Space	→
Move to Previous Space	←
Delete a Character	○
Confirm the Name	⊗

Note: Each name is limited to 9 characters.

GAME OPTIONS

On the Options screen, you can choose the level of **Difficulty** for the missions. Turn the **SFX** On or Off, and perform a number of sound tests.

EASY

Choose this level of difficulty if you are afraid of your own shadow. The enemy is slow to respond and the enemy tanks seem to have all the firepower of a BB gun. Strictly for Novices.

MEDIUM

For those more seasoned gamers, this difficulty should pose more of a challenge. The enemy is both stronger and smarter. Don't expect to pass this level on your first time through.

HARD

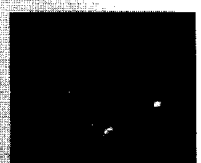
Choose this level of difficulty if you love the smell of napalm in the morning. Novices and casual gamers need not apply here. The enemy's hits do more damage, and attack in multiple waves. Not for the easily frustrated or feint of heart.

MISSION SELECTION

Currently there are five global hot spots which require your skills. Global Command has broken each of these campaigns into a series of missions. Each series of missions must be completed in the designated order. When a mission becomes accessible, the red "X" on the folder disappears and you can highlight it and press ⊗ to move to the Tank Selection screen. Mission folders marked with a tank are completed missions, but can be replayed for additional points.

TANK SELECTION

At the start of a new game, you command one of three tanks. Although each tank is equipped with the same arsenal of weapons, the speedand handling characteristics of the tanks differ greatly.



NAME: CHEETAH
SPEED: 55 Kph
ARMOR: 75 mm Tungsten Steel Alloy

The Cheetah series is built for high-speed hit and run attacks on enemy installations. However, its speed comes at the cost of reactive armor plating. This makes the Cheetah unable to stand up against heavy barrages of enemy fire for any length of time.

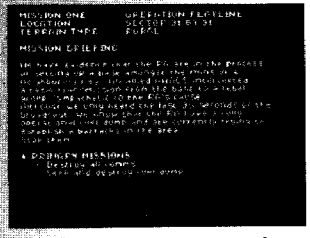
NAME: COBRA
SPEED: 20 Kph
ARMOR: 250 mm Carbon Polymer Reactive Armor

The Cobra series is designed as our main assault tank. Its reactive armor gives greater protection when attacking heavily fortified positions. The greater weight of the reactive armor limits the mobility and speed of the Cobra, thus, making it vulnerable to quicker and more maneuverable enemy armored units.

NAME: VIPER
SPEED: 35 Kph
ARMOR: 150 mm Carbon Polymer Reactive Armor

The Viper incorporates the latest technological improvements in armor and power. While equipped with the less reactive armor than the Cobra series, the new turbine engines allow for greater speed and maneuverability. This combination should make the Viper a quick and lethal force on the battlefield.

MISSION BRIEFING



The Mission Briefing Screen gives you detailed information regarding the terrain and objectives for your current mission. Pay close attention to the briefing for the latest intelligence from the field -- it may just save your life. Listed at the bottom of the screen are the primary missions which you must complete before you will receive the location of the evacuation point.

MISSION OBJECTIVES

Primary Objectives: In order to complete a mission, you must accomplish the primary objectives. In some missions, the primary objectives must be completed in a particular order (in which case you won't be given the next primary objective until you complete the current one). Consult the Mission Objectives screen (accessed with the SELECT button) to help plan your strategy.

Secondary Objectives: Some missions include Secondary Objectives. Completing all the Secondary Objectives in a mission opens an additional extraction point, which leads to a mission different than the one from the Primary extraction point. Secondary Objectives also award bonus points upon completion of the mission.

Bonus Objectives: Each mission contains Bonus Objectives, which are completed by destroying specific structures or by taking out certain soldiers or vehicles. When you complete a Bonus Objective, a notification appears on-screen and in the Mission Objectives screen. Like Secondary Objectives, Bonus Objectives award bonus points at the end of the mission.

Hidden Objectives: Some missions contain a Hidden Objective, which when completed activates a second extraction point that leads to a new mission, previously inaccessible. Hidden Missions are represented as folders in the Mission Selection screen and cannot be accessed until the Hidden Objective is completed. (Note: there is no on-screen notification when a Hidden Objective is completed.) If you find that one of the mission folders is inaccessible, it is likely the previous mission contains a Hidden Objective which still needs to be completed.

During your mission, you can uplink to defense net to recall the mission objectives, as well as view a map of the area, by pressing the SELECT button.

TANK SYSTEM OVERVIEW

Once your tank arrives at the landing zone, the on-board systems will power-up and you will begin your mission.

Your Heads-Up Display (H.U.D.) indicates the status of your tank. The readouts are as follows:

ARMOR RATING

This counter begins at 1000 and decreases each time the tank is hit by enemy fire. If the rating reaches zero, the engines will overheat and explode. Replacement armor can be found on the battlefield in white crates marked with a red cross. Run over these crates to help refit your tank when your armor runs low. (In addition, the tank icon beneath the rating changes color as your armor rating decreases).

TIMER

This indicator keeps track of the elapsed time on the battlefield. Compare this time with the level par time upon completion of the mission.

SCORE

This indicator represents the amount of damage which you have done during your mission.

WEAPONS BAR

Eight small markers indicate the status of the weapon systems on your tank. Weapon 1, the 100mm cannon, corresponds to the marker on the far left. Please read the section entitled "Weapon Systems" on page 18 to familiarize yourself with the other weapons available. Each marker has three possible colors which indicate its current status.

Dark Green indicates that this weapon is out of ammo. Pick up crates on the battlefield to replenish your supply of the necessary ammo.

Light Green indicates that the weapon has ammo and can be used.

Light Red indicates that the weapon is currently selected and ready for use.

WEAPON VIEW

This box gives you a graphical representation of the weapon you currently have selected.

AMMUNITION

This counter indicates the amount of ammunition available for the weapon which is currently selected.

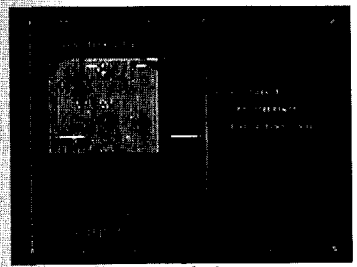
Note: When using the L2 button and the R2 button to move between weapons, you will not be able to select weapons which currently do not contain ammo.

RADAR DISPLAY

The radar display indicates your present location and depicts the surrounding terrain. Potential targets are represented by white dots.

MAP SCREEN

At any time during your mission, you can uplink to the defense net to recall the mission objectives and to download a map of the mission area. Press the SELECT button once and a screen will appear with the status of your primary, secondary, and bonus objectives. Press the SELECT button again and a map screen will appear outlining the locations of the remaining primary and secondary objectives. Use the Directional button to scroll around the map screen. Once all your objectives have been completed, the level exit marker will also be indicated on this screen. Press the SELECT button a third time to return to action.



WEAPON SYSTEMS

All tanks which you will command carry the same weapons payload. However, only ammunition for the 100mm Cannon and the Chain Gun is available at the start of your mission. You must blast open enemy bunkers and storehouses to find crates containing ammunition for the remaining weapons. To collect an ammo crate, roll over it with your tank. The contents of the crate will appear in the upper left-hand corner of the screen. The list of weapon systems is as follows:

Weapon 1: **100mm Cannon**
H.U.D Description: **Shells**
This is your basic weapon of destruction --Your cannon will never run out of shells.

Weapon 2: **Hi-Explosive Shells**
H.U.D Description: **Hi-Ex**
These shells explode on contact generating greater damage. These are your best bet for knocking out those pesty bunkers in a hurry.

Weapon 3: **Mines**
H.U.D Description: **Mines**
Dropped from the rear of the tank, these mines explode after a predetermined period of time. Try setting a few mines to even the score when being chased by enemy tanks.

Weapon 4: **Mortars**
H.U.D Description: **Mortar**
These explosives can be launched at three different trajectories depending on how long the fire button is depressed. Mortars are the only weapon able to take out enemy targets behind a fence.

Weapon 5: **Torus Bombs**
H.U.D Description: **Vortex**
This weapon surrounds the tank with a ring of powerful explosions. When surrounded by the enemy, let loose with a Torus Bomb to even the odds. Torus Bombs are very powerful, but short range weapon.

Weapon 6: **Flame Thrower**
H.U.D Description: **Flame**
This is the absolute best weapon for taking out those annoying foot soldiers.

Weapon 7: **Guided Missiles**
H.U.D Description: **Missile**
One of two weapons in your arsenal capable of taking down a helicopter.

Weapon 8: **Chain Gun**
H.U.D Description: **Chain Gun**
This weapon can be used to tear apart enemy infantry or against helicopters. Your chain gun will never run out of rounds.

Hint: Visible aircrafts i.e., helicopters, can be destroyed -- shadow casting airplanes CANNOT.

SAVING

As you complete missions in Mass Destruction, you'll be asked the method to which you would like to save your progress. Use the Directional Button to toggle between the Password and the Memory Card options. If you do not have a PlayStation Memory Card, select the Password option and press ⊗. Confirm your selection by hitting the "Yes" option when asked, "Are you sure?" Now copy down the password and save it so you may continue your game after you turn off of your PlayStation console. (See loading to restore). If you have a PlayStation Memory Card, then select the Memory Card option and press ⊗. Confirm your selection by hitting "Yes". If your Memory Card has a previous Mass D game saved, you will be asked if you wish to overwrite it. Press ⊗ to confirm.

Note: One Commander's saved game data will not overwrite another (i.e., Commander A's game will not overwrite Commander B's game). You can save up to 16 separate commander names and missions on one Memory Card Block.

LOADING A GAME

To restore your game of Mass D at a later time, select Load Game from the main menu. If you copied a password from an earlier game of Mass D, select the password option. Use the Directional Buttons to enter in your password and press ⊗ when finished. If you saved to a Memory Card, select either the Memory or Memory Card option. A list of saved commander name(s) will appear depending on how many different commander names were saved to your Memory Card. Use the Directional Button to select the commander you wish to restore and Press ⊗ .

PAUSE MENU

Press the START button during the game to pause the game and bring up the Pause Menu. The Pause Menu contains the following choices:

Music Volume	Adjust the Volume of the Sound Effects
Music Track	Sample the various Sound Effects (press ⊗)
SFX Volume	Adjust the Volume of the Music
SFX Test	Selects the Audio Track
Quit	Quits the game and returns to the Main menu.

Use the Directional Button to highlight the items you wish to modify and then press the Directional Button ← or → to make a change. Once you have made all you changes, press the START button to return to the game.